

FREE! GAME CARDS STARTER-PACK!

SONIC

THE COMIC

**ON THE
THRONE!**

**WITH THE
EVIL EMPEROR
METALLIX!**

**PLUS ...
SONIC'S
WORLD!**

**KNUCKLES
& TAILS!**



STARTER-
PACK CARDS
INSIDE!
LIST YOUR
FAVORITE
GAMES

**CHAOTIX
PIN-UP**

ESPIO
THE CHAMELEON!

UK's OFFICIAL
SEGA
COMIC



**NEW
STORY**

RETURN OF
ECCO
THE DOLPHIN

£1.20 • No 60
15 SEPTEMBER 1995

ep
STC
Archive **3**

CONTROL ZONE



Hey, Boomers!

Have you opened your Game Card Starter Pack? Thought you'd like something to take your minds off a hard day's slog at school (stop groaning and check out the section below for more info on the latest game craze from the U.S.).

Do I have a mega treat lined up for you lot ... welcome back to one of Sega's biggest stars, Ecco the Dolphin, who returns for a brand new run (or should that be swim!). There's plenty of baddie bashing with Sonic in *The Brotherhood of Metalix* and *The Seven Badniks*. There's also comic-strip action of the highest kind in part two of the *Revenge of Trogg* starring Knuckles and Tails.

Chaptix fans should turn to the centre pages for an Espio the Chameleon pin-up. Plus, the *Review Zone* puts the spotlight on *Comix Zone*, Sega's exciting new Mega Drive game where you play the role of a comic writer/artist. Speaking of which ...

Would you like one of the mega talented STC artists to draw something just for you? If the answer's yes, then put a note in your diary for the UK Comic Art Convention (UKCAC), held at the Institute of Education, Bedford Way, London on Sunday, 1 October. From 3.30pm you'll get the chance to meet some of the STC creators, and if you take an adult with you (boo-hiss!), you'll get in free! For more information, see you in the next issue!

Megadroid

STARTER FOR FIVE!



Your Game Card Starter Pack of five comes complete with detailed instructions, and offers a taste of the exciting gameplay that awaits. *Champions Trading Cards* are the latest role-playing craze to hit the U.S. and there are two game titles - *Medieval Battle* and *Monster Wars* - each is available as a Basic Deck of 44 cards for £3.99, as well as a Booster Pack containing 11 cards for 99p.

If you're wondering where on mobius to buy these, brave your major toy retail outlets. Forget the teabags, it's all in the cards!

• nonans 13100: Richard Burton
• cover Deborah Fole
• artwork Gary Knight
• artwork review Anthony Wong
• cover: Carl Price
• publisher Rob McManney

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SEGA

CHARTS
COMPILED
BY
GALLUP



↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ● BRIAN LARA CRICKET
- 2 ↑ THEME PARK
- 3 ↑ FIFA SOCCER '95
- 4 ↑ PGA TOUR GOLF 3
- 5 ↑ STREET RACER
- 6 ↓ RUGBY WORLD CUP 1995
- 7 ↓ FEVER PITCH SOCCER
- 8 ↓ NBA LIVE '95
- 9 ↑ STREETFIGHTER 2 CHAMP EDITION
- 10 ↓ NHLPA HOCKEY 1995

MEGA-CD

- 1 ↑ LETHAL ENFORCERS
- 2 ↑ STAR WARS CHESS
- 3 ↑ FIFA INTERNATIONAL SOCCER
- 4 ↓ MICKEY MANIA
- 5 ↓ POWERMONGER
- 6 ↓ EARTHWORM JIM
- 7 RE WORLD CUP USA '94
- 8 ↓ BRUTAL: PAWS OF FURY
- 9 RE SEGA CLASSICS
- 10 ↓ REBEL ASSAULT

MASTER SYSTEM

- 1 ↑ BATMAN RETURNS
- 2 ● COOL SPOT
- 3 ↓ WONDERBOY IN MONSTER WORLD 3
- 4 ↑ DESERT SPEED TRAP
- 5 ↓ DONALD DUCK
- 6 ↓ DESERT STRIKE
- 7 ↑ STAR WARS
- 8 ↓ SONIC THE HEDGEHOG 2
- 9 ● SONIC CHAOS
- 10 RE SONIC THE HEDGEHOG

GAME GEAR

- 1 ● MICRO MACHINES
- 2 ● SONIC THE HEDGEHOG 2
- 3 ↓ DESERT SPEED TRAP
- 4 ↓ JAMES POND 2 - ROBOCOD
- 5 ● WINTER OLYMPICS
- 6 ↑ STRIDER 2
- 7 ↑ MORTAL KOMBAT 2
- 8 RE SONIC CHAOS
- 9 DROPTONE
- 10 ↓ PGA TOUR GOLF 2

ROBOTNIK HAS FINALLY CAPTURED SONIC! IT LOOKED LIKE IT WAS ALL OVER FOR THE COOL BLUE ONE, UNTIL...

YOU WANT MY HELP? IF THIS IS SOME SORT OF TRICK...

IT'S NO TRICK, SONIC! WE ARE BOTH IN GREAT DANGER FROM THE BROTHERHOOD OF METALLIX!

SONIC

THE ADVENTURES

The Brotherhood of Metallix

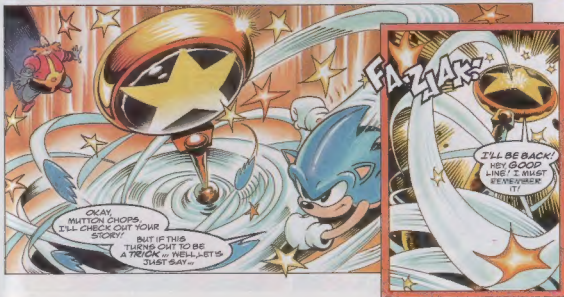
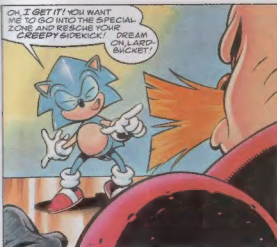
Part 2

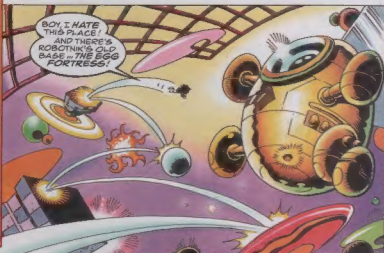
Script: KIDS KITCHING
Art: RICHARD ELLON & JOHN BURNS
Lettering: ALIS DE VILLER

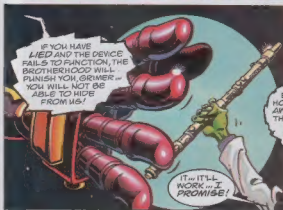
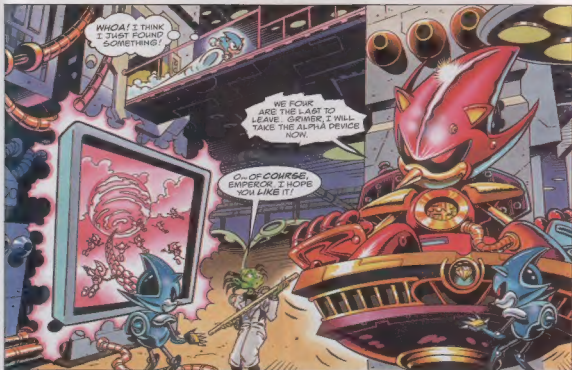
HEY, THAT'S RIGHT! THE METALLIX I MET RECENTLY MENTIONED A BROTHERHOOD! LOOK, ROBOTNIK, JUST HOW MANY OF THESE METALLIXES ARE THERE?

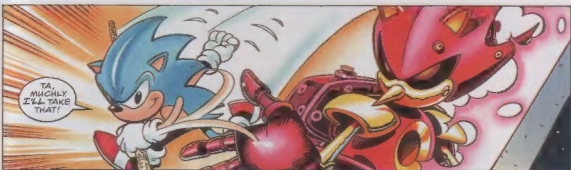
I WISH I KNEW! BUT I DO KNOW THEY'VE TAKEN OVER MY OLD BASE IN THE SPECIAL ZONE... THEY'RE UP TO SOME-THING!

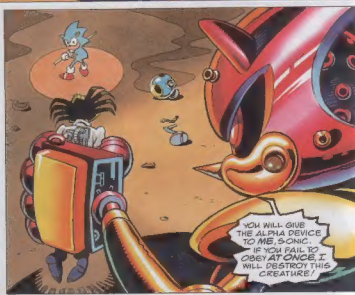
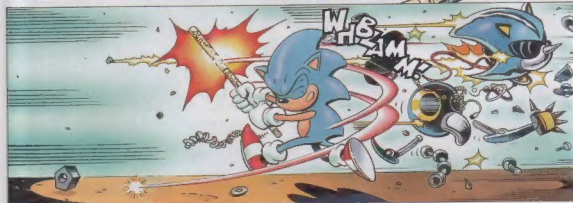
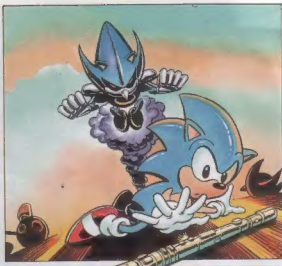
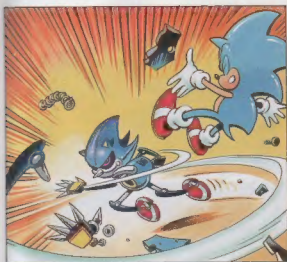
NOT LONG AGO THEY WERE HERE... THEY KIDNAPPED GRIMER!



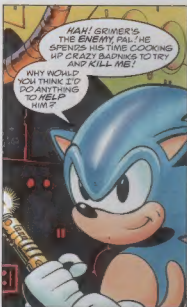








YOU WILL GIVE
THE ALPHA DEVICE
TO ME, SONIC.
IF YOU FAIL TO
OBEY AT ONCE, I
WILL DESTROY THIS
CREATURE!



HAH! GRIMER'S THE ENEMY PAL! HE SPENDS HIS TIME COOKING UP CRAZY BADNIKS TO TRY AND KILL ME!

WHY WOULD YOU THINK I'D DO ANYTHING TO HELP HIM?



BECAUSE YOU ARE A WEAK CREATURE OF FLESH. YOU DO NOT HAVE THE MERCILESS NATURE OF A METALLIX!



YEP I'VE GOT TO ADMIT, YOU'VE GOT ME THERE!



NOW I JOIN THE BROTHERHOOD ON THE MIRACLE PLANET. AND WHEN WE RETURN, LET ALL OF MOBIUS BEWARE!

SNEESH! WHY DO ALL THE VILLAINS HAVE TO MAKE A BIG EXIT SPEECH!



SONIC... YOU SAVED MY LIFE!

WE ALL MAKE MISTAKES, CREEPOID! NOW LET'S GET AFTER THE METALLIXES!

IT'S TOO LATE, SONIC! THEY'RE ALREADY ON THE MIRACLE PLANET AND THEY HAVE THE ALPHA DEVICE. THE BROTHERHOOD OF METALLIX HAVE ALREADY WON!

NEXT ISSUE: RETURN TO THE MIRACLE PLANET!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = WHEA CITY

COMIX ZONE

PRE-RELEASE VERSION REVIEWED

Reviewed by Nick Jones



GAME TYPE: BEAT 'EM-UP
PLAYERS: 1

PUBLISHER: SEGA
PRICE: AROUND £45



Meet Sketch Turner, freelance rock musician and writer/artist on the comic book, *Comix Zone*. Using his most frightening nightmares for inspiration, Sketch is working on the current issue in which the New World Empire finally faces the evil Mortus. Lately, Sketch has had this scary feeling that there is more to *Comix Zone* - it's as if it's all really happening in another dimension ...



LOOK AT ME, SKETCH -- I'M JUST A DRAWING!



NEW YORK CITY, PRESENT DAY

Comix Zone is an exciting new Mega-Drive title from Sega, due for release this month. What makes this game so new and different is the comic-style layout (and if you don't know what that is, look at the copy of *STC* you're holding!). Each screen is divided into pages and panels, through which you must guide Sketch and his best buddy, Roadkill the Rat. To access the next part of the strip you have to defeat all the baddies along the way. While Sketch doesn't have much in the way of weapons, he has some pretty cool special



moves which can be used to great effect - my favourite is the Whirlwind Attack. Oh yes, and Roadkill the Rat - when morphed into a killer attack rodent - has some handy moves of his own too.

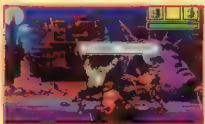
While **Comix Zone**'s first and foremost a beat 'em-up game, you won't make it through without using your brain power. Sketch has to figure out how to reach switches to open doors, and sometimes there's



more than one route - the wrong choice can be very risky. Mortar's Mutant Army is a truly challenging force and you'll need to grab the scattered power-ups to stand any chance of victory.

The graphics are bright, colourful and well defined with perfect comic-style backgrounds. The music and

speech effects are clear and do much to set the tone. There's many clever touches which include speech balloons, plus an occasionally intrusive artist's hand (we'll have none of that in this comic! Megadroid). The best thing about **Comix Zone** is that it's a new concept that really delivers. Just imagine taking your favourite comic (hint; it's initials contain the letters S, T and C), and controlling the action. More games like this please!



RETURN OF ECCO

THE DOLPHIN

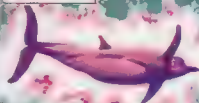
by J. A. M. SUTHERLAND and J. A. M. SUTHERLAND

NEW
STORY

THE STORY SO FAR:
THE LIVING CREATURES
OF THE SEA HAVE
DISAPPEARED, PLUCKED
FROM THE WATERS BY
A STRANGE VORTEX
FROM ABOVE.

TRANSPORTED INTO THE PREHISTORIC GEARS
OF EARTH, ECCO ENCOUNTERED A SINISTER
GLOW MONSTER, SERVANT TO THOSE
RESPONSIBLE FOR THE DISAPPEARANCE
OF ECCO'S FRIENDS.

THEN, IN THE LOST CITY OF ATLANTIS,
THE GLYPHS BOOSTED ECCO'S
ABILITIES SO THAT HE MAY DEFEAT
THE VORTEX AND RETURN HIS
FRIENDS HOME.



STRANGEST OF ALL WAS THE INTERVENTION
OF AN ALIEN INTELLIGENCE, THE ASTERITE,
WHO TOLD ECCO THAT ONLY WITH HIS HELP
COULD THE VORTEX BE DEFEATED BUT THERE
WOULD BE A PRICE TO PAY.

ECCO MUST SWIM TO THE DEEPEST
PART OF THE OCEAN AND RECOVER
THE LOST SOURCE OF THE ASTERITE'S
POWER - THE BLACK PEARL.

ALL THESE EVENTS HAPPENED
IN ECCO'S FIRST SERIES,
ETC 13-18 - MEGADROID.

SO NOW ECCO IS OFF TO
LOCATE THE TRENCH WHICH
HOLDS THE BLACK PEARL
OF THE ASTERITE

HE PROBES THE OCEAN DEPTHS
BEFORE HIM WITH HIS HEIGHTENED
RADAR SENSING A DISTURBANCE
IN THE OCEAN CURRENTS AHEAD

ZRECKN!

THIS
MUST BE WHAT
THE ASTERITE
MEANT

FASTER AND FASTER HE SWIMS

STRANGE
NEVER HAVE I ENCOUNTERED
SUCH CURRENTS THIS DEEP
BEFORE

THEN ECCO SEES A MIGHTY TEAR
IN THE OCEAN FLOOR AND FROM
IT BOWLS A TREMENDOUS
UPCURRENT

ECCO APPROACHES THE TRENCH
WARILY, KEEPING TO THE OCEAN
FLOOR TO AVOID THE WORST OF
THE MASSIVE CURRENT

HOW
CAN I MAKE
ANY HEADWAY
AGAINST SUCH
A FORCE?

WAIT
THAT ROCK
MIGHT BE THE
ANSWER

ALL
I HAVE TO DO
IS MOVE IT A
BIT SO

THERE!

NOW I
FOLLOW THE ROCK
DOWN, AND IT PROTECTS
ME FROM THE
CURRENT!

DARKER AND DARKER IT GETS
THE DEEPER HE GOES

IT
SEEMS LIKE
THE CURRENT
IS BAKING
OFF

THEN, INCREDIBLY, THE CURRENT
DISAPPEARS ALTOGETHER

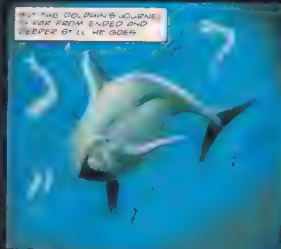
IT IS!

BY MY
FATHER

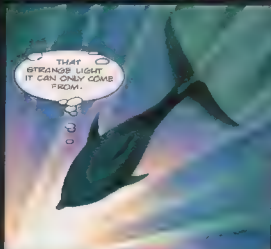
THE VORTEX WAS UNABLE TO REACH THIS FAR AWAY

NEVER
BEFORE HAVE I SEEN
SUCH STRANGE
CREATURES!

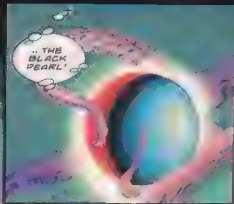
...THE DOLPHIN'S JOURNEY
...WAS FROM ENDED AND
...DEEPER BY LL HE GOES



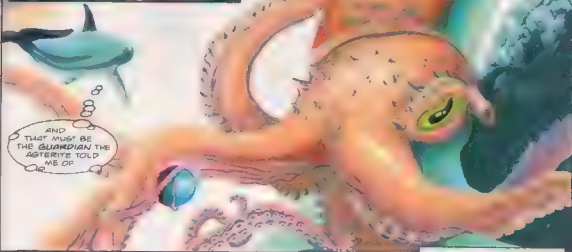
THAT
STRANGE LIGHT
IT CAN ONLY COME
FROM..



...THE
BLACK
PEARL'



AND
THAT MUST BE
THE GUARDIAN THE
ASTERITE TOLD
ME OF



NEXT ISSUE ENCOUNTER!

KNUCKLES and TAILS™



THE REVENGE OF TROGG Part 2

MINAL KITCHING
ILLUSTRATED

TAILS WAS RETURNED TO THE
WAVELESS ZONE WHERE HE
IS THE PEOPLE'S CHAMPION.

HE (CLOSELY FOLLOWED BY
KNUCKLES) WAS ARRIVED
JUST IN TIME TO MEET UP
WITH HIS OLD FRIEND ERIC,
BLACKTHORN.



ERROL!
WHAT'S HAPPENED
TO YOU?

I'VE
CHANGED

I WAS A
FOOL! I WENT INTO
THE LAND BEYOND TO
SAVE THE ENCHANTER
KINGS!

BUT THE
MIGHTY TROGG
FOUND ME
FIRST!

WHAT
DID HE DO
TO YOU?

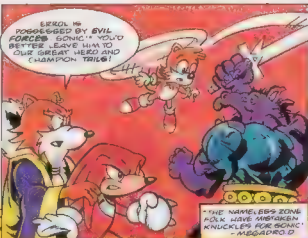


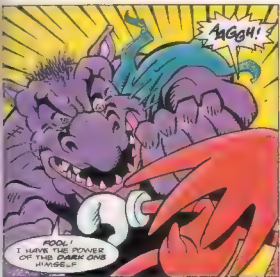
WHAT
DID HE
DO?

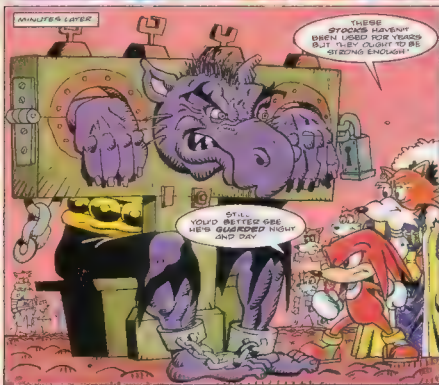
WE
MADE ME
STRONG!

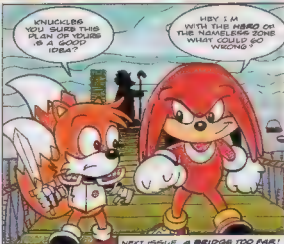
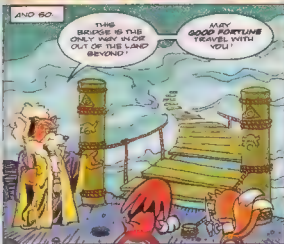
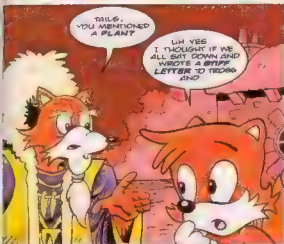
TAILS
LOOK OUT!



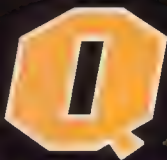








NEXT ISSUE A BRIDGE TOO FAR!



Q ZONE

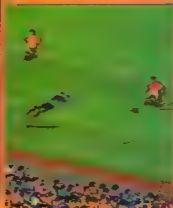
Q IS FOR QUESTION

Q IS FOR QUERY

Q IS FOR QUANDARY

IF YOU WANT TO ENTER THE Q ZONE FOR NEWS, INFO AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, DOING THE COMIC, 25-31 TWISTOCK PLACE, LONDON, WC1H 9DL



FIFA '95



SPECIAL PART 3

In this concluding part of the FIFA '95 Special, we'll see how the game's top players perform a complete range of moves and skills. We'll also see how they perform in the game's various modes.

By David Smith, Editor of Sega Games Magazine

THE PLAYERS

There are 100 players in FIFA '95, each with their own unique characteristics. The players are divided into 10 teams, each with a different color and style. The teams are: Argentina, Brazil, Canada, France, Germany, Italy, Japan, Korea, Mexico, and the USA.

ODD ARM LANTANA

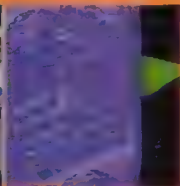
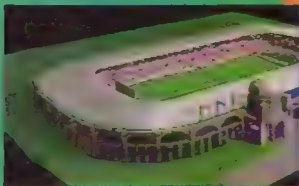
ODD ARM LANTANA is a player who is known for his unique style of play. He is a left-footed player who is known for his ability to shoot the ball with his right foot. He is a player who is known for his ability to shoot the ball with his right foot. He is a player who is known for his ability to shoot the ball with his right foot.

MR SCHMEICHEL (TOP GOALIE?)

MR SCHMEICHEL is a player who is known for his unique style of play. He is a goalkeeper who is known for his ability to save goals. He is a player who is known for his ability to save goals. He is a player who is known for his ability to save goals.

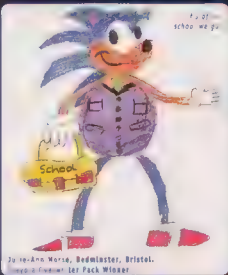
SUPER FAST KANCHELSKIS

SUPER FAST KANCHELSKIS is a player who is known for his unique style of play. He is a forward who is known for his ability to score goals. He is a player who is known for his ability to score goals. He is a player who is known for his ability to score goals.



GRAPHIC ZONE

LOOKING FOR THE LATEST HOT COMICBOOKS AND A LOT OF FUN
 FINDING THE NEW AND INTERESTING STORIES WITH EASY TO READ AND SEE
 THE NEW AND HOT COMICBOOKS AND A LOT OF FUN



SONIC'S WORLD

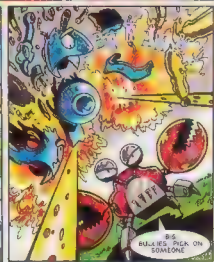
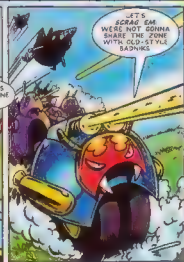
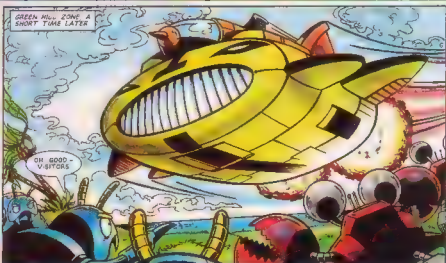
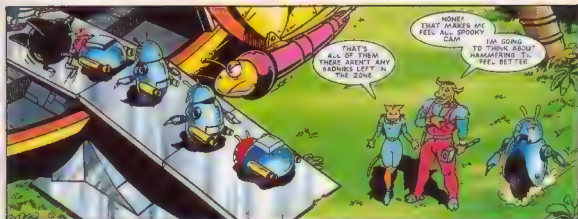
The Seven Badniks Part 2

Script: Mark Byles

Art: Mike Rodden
& John Bury

Lettering: Tim Jones





BIG BULKIES PICK ON SOMEONE







SPEED LINES

EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/26 TAVISTOCK PLACE, LONDON WC9H 9BU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).




Prehistoric Sonic!

Wayne Bradford, MD2 owner.
Sonic Stationery Winner.

SUMMERTIME BLUES!

Dear Megadroid,
I was very disappointed with the 1995 Sonic Summer Special because nearly all the stories were printed before in Sonic Poster Mags! Paul Spencer, Aylesbury, Bucks. MD owner.
Sonic Stationery Winner.

 The Summer Special was marked up as a Classic collection, Paul, - i.e. it was made up of popular strips, taken from the regular comic. These are mainly put together for comic fans who do not normally buy regular copies of STC.

WIDE BOY-O!

Dear STC,
Since Sega games are so expensive, it's about time blank game cartridges were produced, together with a recording adaptor. This would enable me to make copies from an original. Richard Hodgson, Gwent, S Wales. MD owner.
Sonic Stationery Winner.



Interesting idea, but how will you be able to operate from jail?

DO IT YOURSELF!

Dear Megadroid,
Unfortunately, I forgot to enter the compo to win a Sonic & Knuckles Jacket back in STC 53, so please tell me where I can buy one from? Michael Edwards, Harlow, Essex. MD/MS owner.
Sonic Stationery Winner.



You're out of luck this time Michael, as the jacket was a one-off exclusive (results of the competition will be announced next issue). However, you could always get an artistic-hume to paint one on the back of a denim jacket, using fabric paint (available from haberdashery shops and department stores).



Send your e-mail messages to:
stc@richb.demon.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

Any wears the trousers?



Marial Runacre-Temple.
Sonic Stationery Winner.

Everything printed in Speedlines wins a Highgrove Sonic Stationery set. Boomers will find the equipment extremely useful in helping to organise those important events in life.



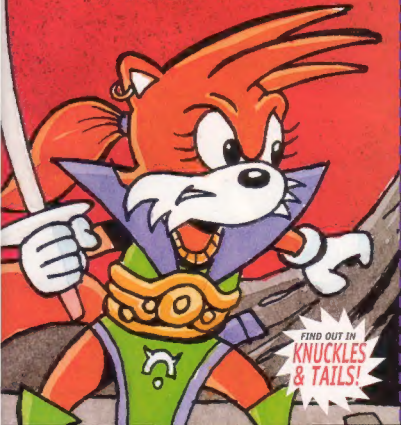
Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for Helen Waller on 0171 344 6400.



The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.

NEXT ISSUE...

WHO'S THE HOT CROSS FOX?



SONIC!

METALLIX ARE GO!

**SONIC'S
WORLD!**

TROUBLE'S BREWING!

Find

ECCO!

SPLASHES OUT!

STC ARTISTS!

MEET THEM BEFORE
THEY MEET YOU!

STC 61

ON SALE SAT, 16TH SEPTEMBER '95 £1.20

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 60



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